
Title: Orcs Abound!

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In this tome I shall document the bravery of those who have seen to protect the realm from the vile Burgy and Ggrub Orc clans. These Orcs have caused great suffering, and only the action of everyday Britanniains have stopped them.

As each chapter unfolds, a new page shall be added to this book to help keep people up to date on the story.

Something was amiss at the Great Lighthouse of the Lost Lands... a force of orcs occupied the structure and setup barriers along both ends of the path in an effort to defend their ill-gotten prize.

Commander Hew put out the call for aid, and through great strife, the forces of good prevailed. But a great mystery was revealed... how did it come to be thast these two separate Orc clans, the Burggs and the Ggrubs, became unified?

Months passed, and no one had heard anything more of the Ggrubs and Burggs. But then the citizens of Serpent's Hold awoke to find the guards hacked apart! The Orcs had established beachheads and had the garrison

besieged.

Commander Hew led his forces against the Orcs, pushing them off the island itself. After the battle, a copy of the Orc Battle Plans was recovered which offered some clues to what was going on. A transcription follows:

You see battle plans drawn up by the Orc Captain. Most of it is in unintelligible Orcish, but some key words appear.
Ugh der warboss, send our ladds to snakespit waters for bluff. Keep tinmen busy while work is done"

You see what appears to be an Orc "signature", but is really just a couple of teeth marks pressed into the parchment.

The mages on Verity Island rely heavily on their fabled "Oracle of Moonglow" to know what ill news approaches. To their horror they saw a force of Grubb and Burggs once again attack, but this time the citizens of Britannia were prepared.

Led by Ellyn the Mage, the Orcs were prevented from causing destruction upon the island. But unfortunately some got past the defenders and ransacked the Lycaeum library. A mysterious letter to the Orc Commander was recovered:

I know abstract thought is a concept all together foreign for you Orcs, but this shouldn't tax what

little brains are within
your ruddy heads. Even
still, allow me to explain
the terms of our deal
-again-. I give -you- the
gold, you provide -me-
the muscle and distraction
I need to find what I'm
after. That's it! So STOP
getting your clans into
fights. STOP trying to
eat townspeople. STOP
drawing undue attention.
Do what I tell you and
let me locate what I
need.

Commander Hew sent
brave souls deep into the
Orc Dungeon to find out
what the Burggs and
Ggrubs are up to. To the
shock and horror of the
investigators, it seems
that a mysterious Elf
from Heartwood is behind
the Orc's attacks. Even
more disturbing, it seems
tied to the Orc's
religious devotion to their
"Bloodgod"

As expected, the Orc
forced attacked Empath
Abbey, completing their
assault upon the castles
devoted to the Principles
of Virtue. At the end of
a very difficult fight, the
true villain was revealed:
Zelphar the Elf.

Before fleeing, Zelphar
revealed that through his
attacks upon the three
castles' archives, he
knows what he needs to
make the prophecies of
the Orc's Blood God come
to pass.

Commander Hew's scouts
tracked Zelphar the Elf
to a pair of buildings in
Vesper. Upon arrival the
adventurers had to fight
back terrible foes working
for Zelphar. How his

quarters and terrible lab
where he was
experimenting upon Orcs
went undiscovered until
then, no one knew! At
the final confrontation,
Zelphar used his
knowledge to transform
himself -into- the Orc
Blood God. The last
remaining goodness burned
away from him and a
terrible sight arose.

In the end, his thirst for
power ruined Zelphar
entirely. His body and
mind completely destroyed
by the Blood God.
Defeating him was a
mercy.

The heroes of Britannia
won the day and the Orc
Blood God was defeated.